

JOURNEY TO RAGNAROK

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CLAN

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

INSPIRATION

INITIATIVE

ARMOR
CLASS

SPEED

PASSIVE WISDOM (PERCEPTION)

PROFICIENCY BONUS

PASSIVE WISDOM (ASATRU)

DEXTERITY

☐ STR ☐ INT
☐ DEX ☐ WIS
☐ CON ☐ CHA
SAVING THROWS

HIT POINTS

Temporary Hit Points

CURRENT HIT POINTS

DESCRIPTION

AC

ARMOR

SHIELD

MAGIC

MISC.

ARMOR

CONSTITUTION

RESISTANCES

HIT DICE

SUCCESSES ☐ ☐ ☐
FAILURES ☐ ☐ ☐
DEATH SAVES

INTELLIGENCE

☐ EXP ☐ THROE
☐ Acrobatics (Dex)
☐ Animal Handling (Wis)
☐ Asatru (Wis)
☐ Arcana (Int)
☐ Atletica (For)
☐ Deception (Cha)
☐ History (Int)
☐ Insight (Wis)
☐ Intimidation (Cha)
☐ Investigation (Int)
☐ Medicine (Wis)
☐ Nature (Int)
☐ Perception (Wis)
☐ Performance (Cha)
☐ Persuasion (Cha)
☐ Religion (Int)
☐ Sleight of Hand (Dex)
☐ Stealth (Dex)
☐ Survival (Wis)

SKILLS

ACTIONS

BONUS ACTIONS

REACTIONS

ACTIONS

NAME & DESCRIPTION

PROF. SKILL

RANGE

ATK BONUS

DAMAGE/TYPE

ATTACKS: WEAPONS & CANTRIPS

LANGUAGES

TOOLS & OTHERS

ARMORS

☐ Light ☐ Medium ☐ Heavy ☐ Shields

WEAPONS

☐ Simple ☐ Martial ☐ Others

PROFICIENCIES & LANGUAGES

GP

SP

CP

EQUIPMENT

JOURNEY TO RAGNAROK

CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ALLIES

CLAN

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATS

BACKGROUND

RACE FEATURES

JOURNEY TO RAGNAROK

CLASS FEATURES

NOTES

SPELL/CANTRIP	LEVEL	TIME	SAVE	DURATION	RANGE	COMP.	SCHOOL	REF.
DESCRIPTION								

SPELLS